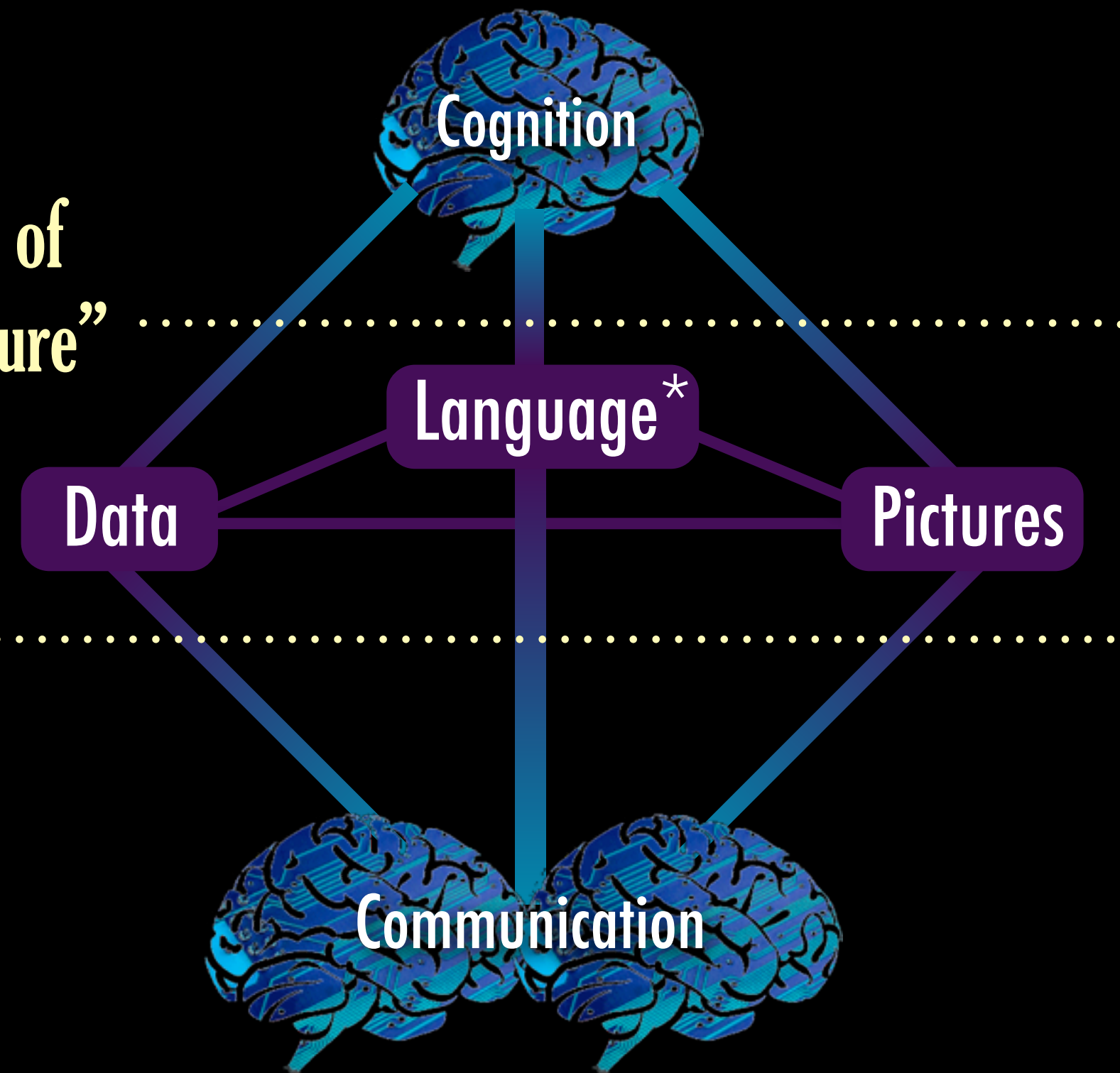


Seamless linkages (between data archives) for visualization and analysis (@AAS 2024)

Alyssa Goodman
Center for Astrophysics
| Harvard & Smithsonian



“Paper of
the Future”



*“Language” includes words & math

LIVE Astro

“Linking Scientific Data, Publications, and Communities”




Linking scientific data, publications, and communities

Seamless Astronomy at the [Harvard & Smithsonian Center for Astrophysics](#) brings together astronomers, computer scientists, information scientists, librarians and visualization experts involved in developing tools and systems to study and enable the next generation of **online astronomical research**.

Current projects include research on the development of systems that seamlessly integrate scientific data and literature, the semantic interlinking and annotation of scientific resources, the study of the impact of social media and networking sites on scientific dissemination, and the analysis and visualization of astronomical data and research communities.






Joining me: **Dr. Eric Koch**
 Director of Seamless Astronomy at the CfA
 + expert glue/CosmicDS/WWT dev, Dr. Jon **Carifio**




 **SEAMLESS ASTRONOMY**
 Linking scientific data, publications, and communities





Demo Fest

2023

Join us for snacks and see experts in data visualization, research, education, software, and more present their amazing projects!








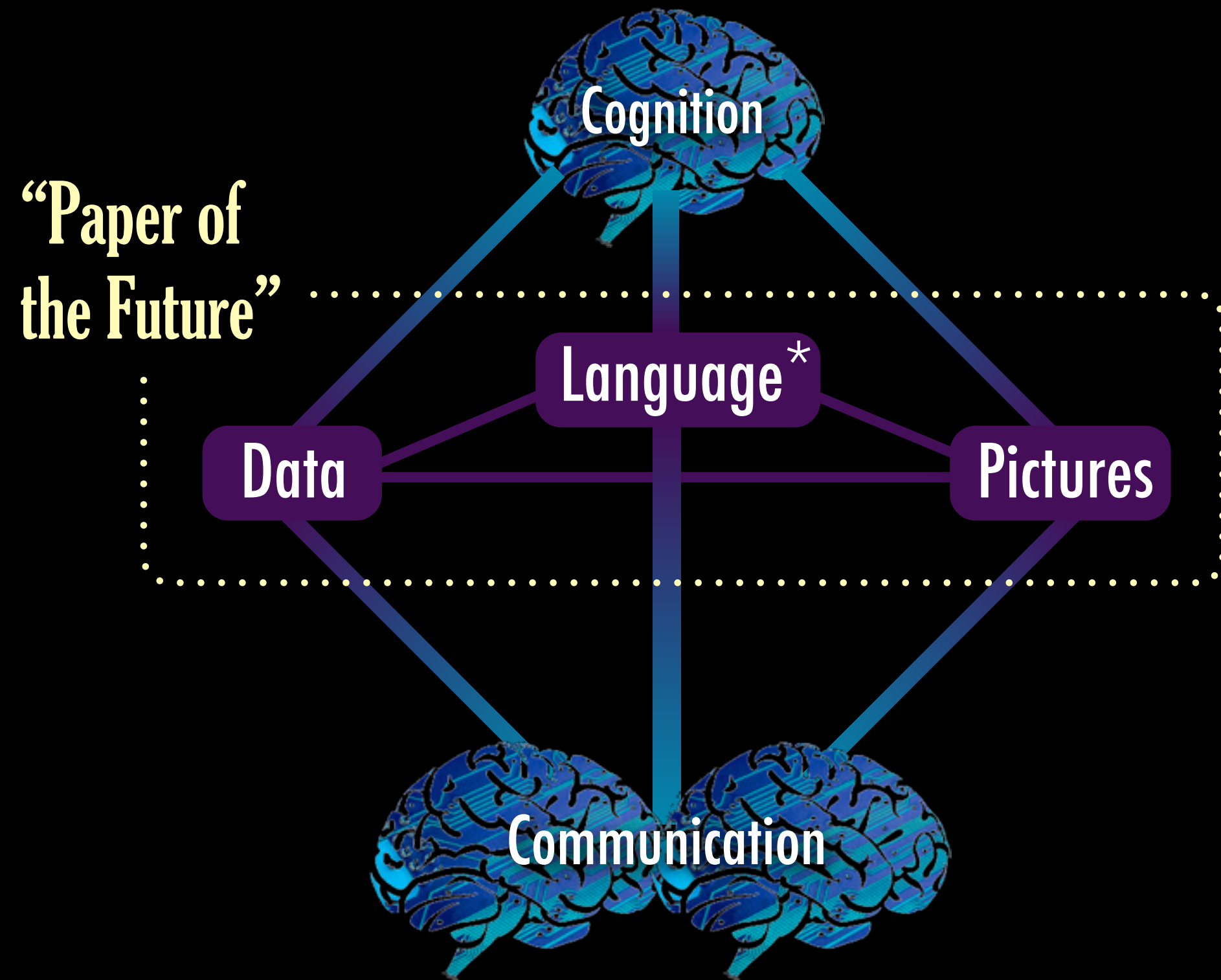





...and more!

TUES | **4/11** | **Wolbach Library**
 12:00 – 1:30 PM

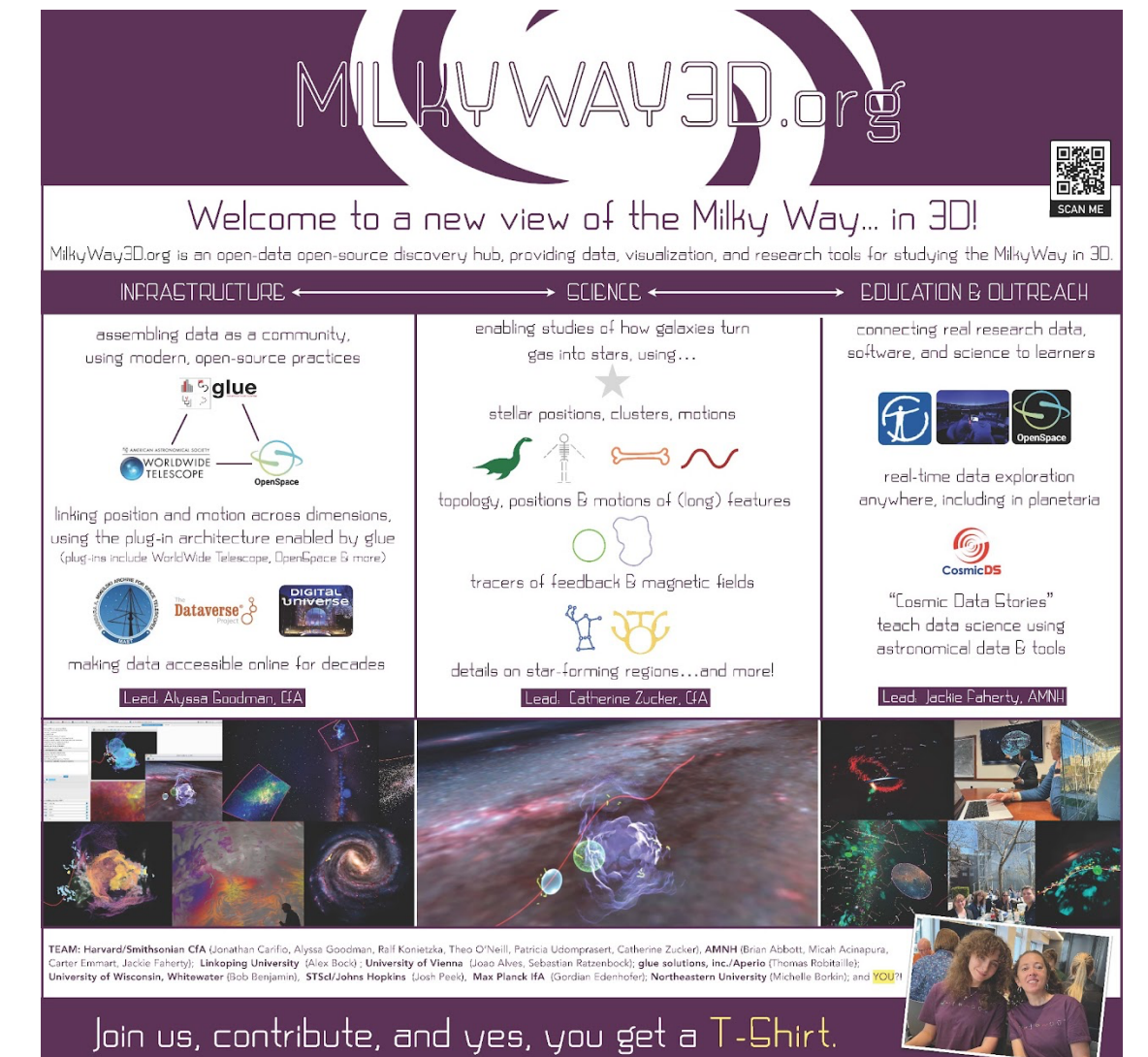


Key collaborators
Josh Peek,
Catherine Zucker,
Jackie Faherty are
 here at AAS today.
Fernando Perez is
 here in spirit, as are
 many other
 collaborators!

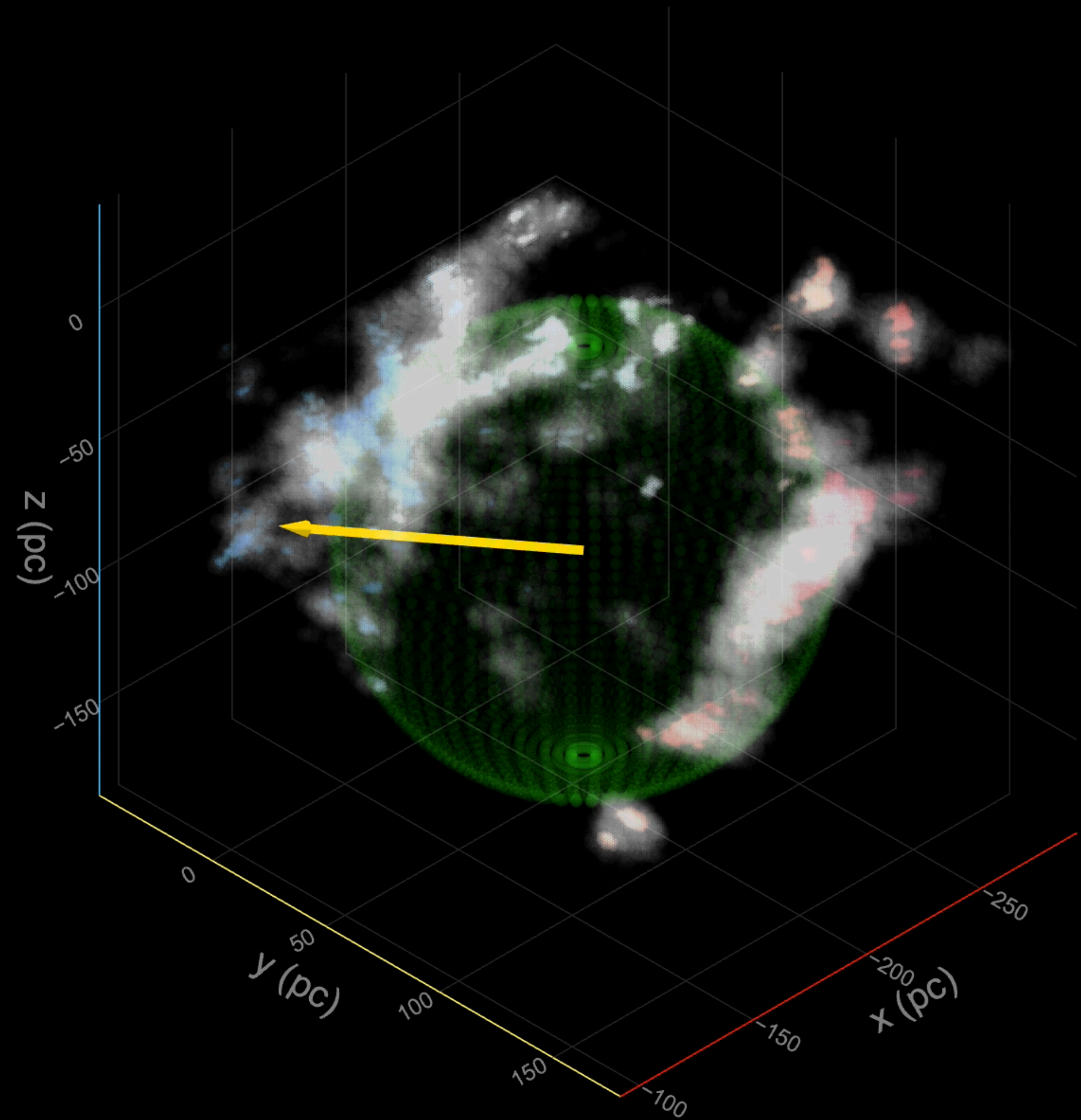


*“Language” includes words & math

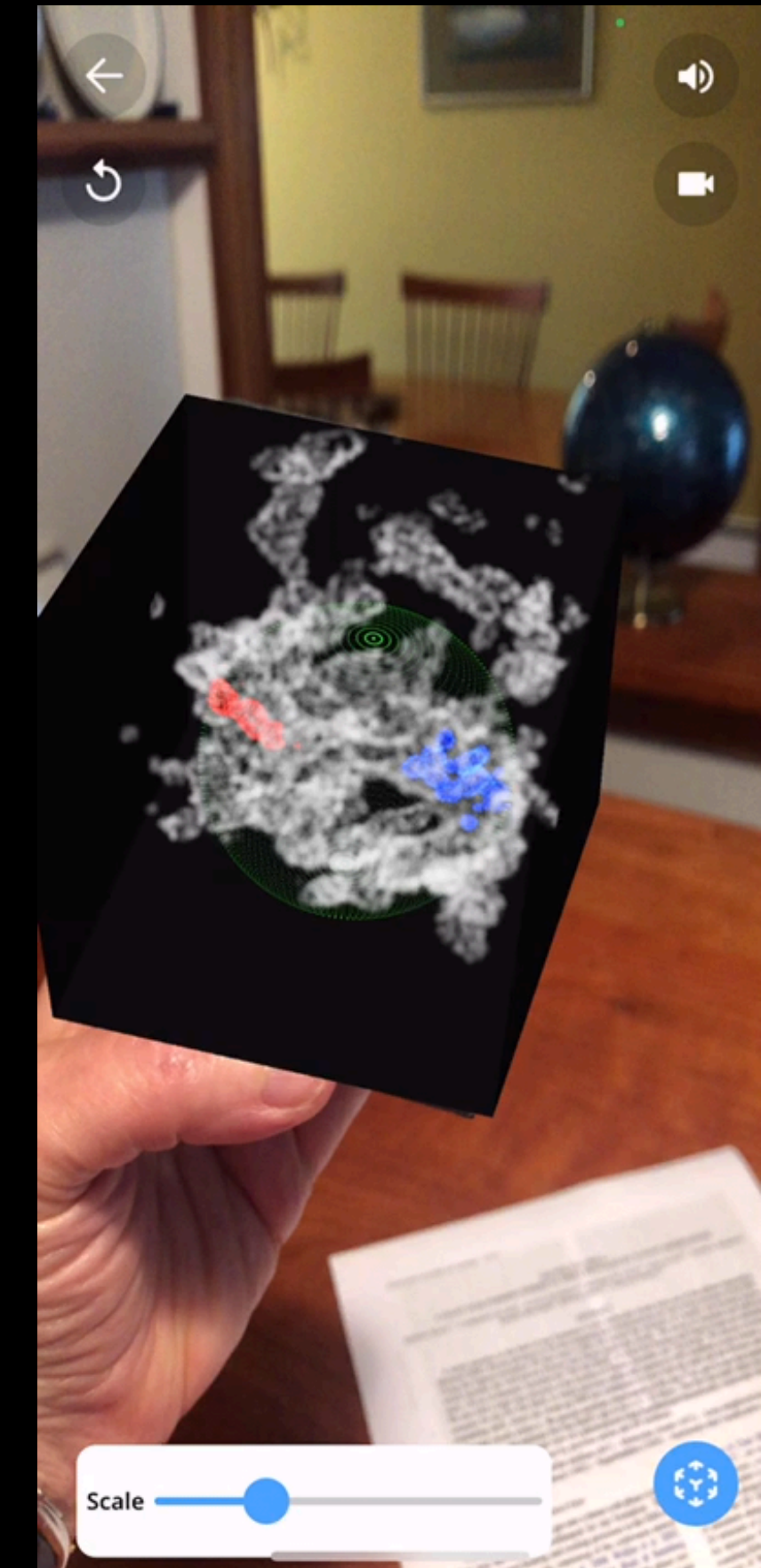
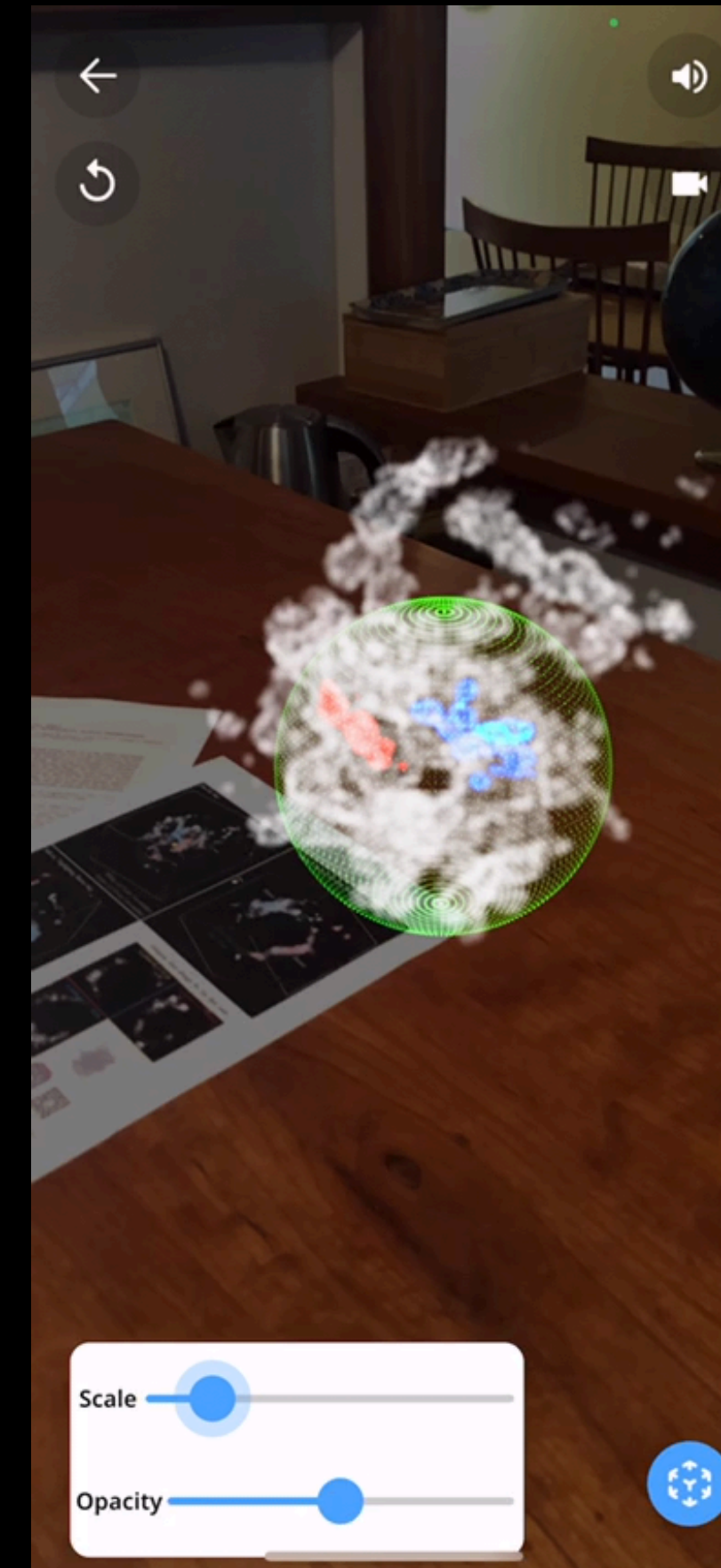
LIVE Astro



The Future of Publishing



[TINYURL.COM/UNIVERSE-IN-MY-HAND](https://tinyurl.com/universe-in-my-hand)



AUGMENTED REALITY

The time has arrived to publish data, words, and images, TOGETHER.

HARVARD
Dataverse

The Per-Tau Shell (Bialy et al. 2021)
(Harvard)

Harvard Dataverse > The Per-Tau Shell (Bialy et al. 2021) >

Replication Data for: "The Per-Tau Shell: A Giant Star-Forming Spherical Shell Revealed by 3D Dust Observations" (Bialy et al. 2021)

Version 1.0

Bialy, Shmuel; Zucker, Catherine; Goodman, Alyssa; Alves, Joao; Foley, Michael; Semenov, Vadim; Benjamin, Robert; Leike, Reimer; Ensslin, Torsten, 2021, "Replication Data for: "The Per-Tau Shell: A Giant Star-Forming Spherical Shell Revealed by 3D Dust Observations" (Bialy et al. 2021)", <https://doi.org/10.7910/DVN/60DS8M>, Harvard Dataverse, V1, UNF:6:tRun1ZvDwdJze0WTKUBPQg== [fileUNF]

Cite Dataset Learn about [Data Citation Standards](#).

Access Dataset

Contact Owner Share

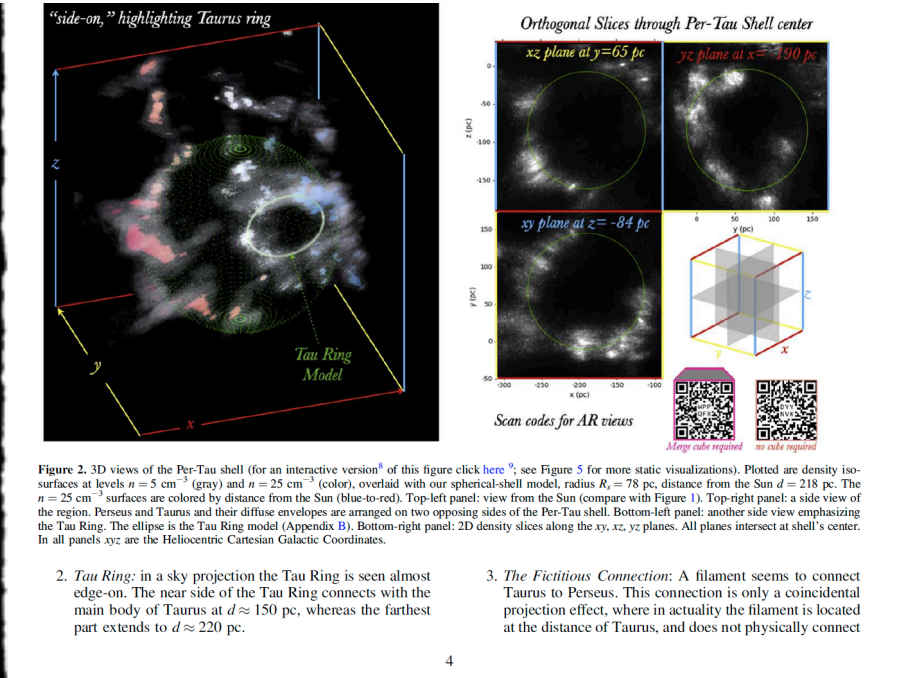
Dataset Metrics

164 Downloads

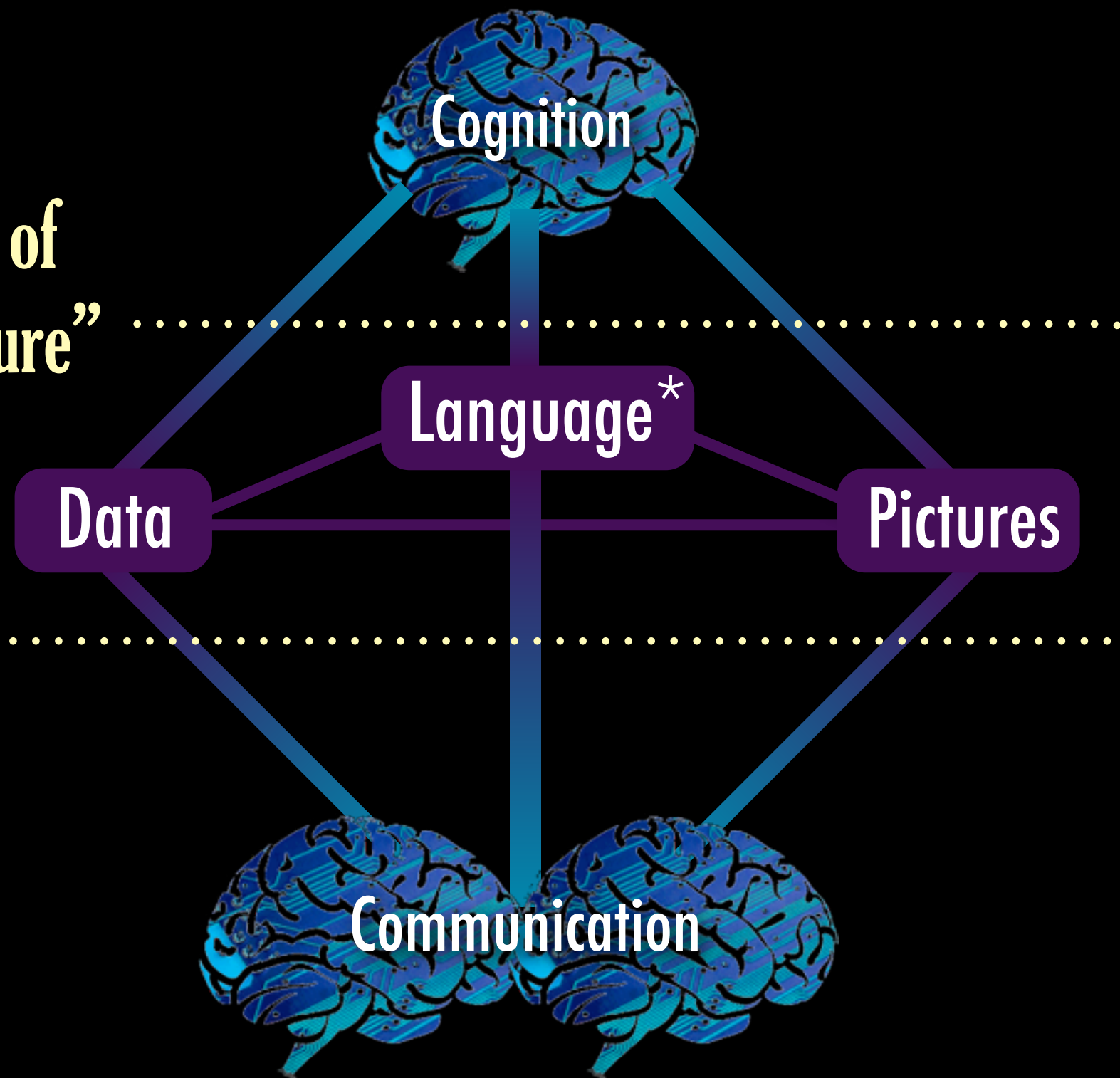
Description

Bialy et al. (2021) presented 2D and 3D observations of the Perseus and Taurus star-forming region, showing that the 3D ISM structure reveals the existence of a very extended shell, R~80 pc, where the Perseus and Taurus molecular clouds lie on the two ends of the shell. This shell was named "the Per-Tau Shell", and it was argued that it may have been produced by a past supernova (SN) and stellar feedback activity, pointing to the potential importance of positive SN feedback.

This database includes the data required to reproduce these results, and further study this region in 2D and 3D. It includes:



"Paper of the Future"



*"Language" includes words & math

Merge Cube no cube

Scan codes for augmented reality

THE **PERSEUS-TAURUS**

Video too.

SUPERSHELL IN SPACE

*brought to you in 2021 by an international team of scientists from
Center for Astrophysics | Harvard & Smithsonian, Harvard Radcliffe Institute, University of Vienna, University of
Wisconsin, Max-Planck Institute, Ludwig Maximilian University, and technology from ESA, NASA, NSF and Delightex.*

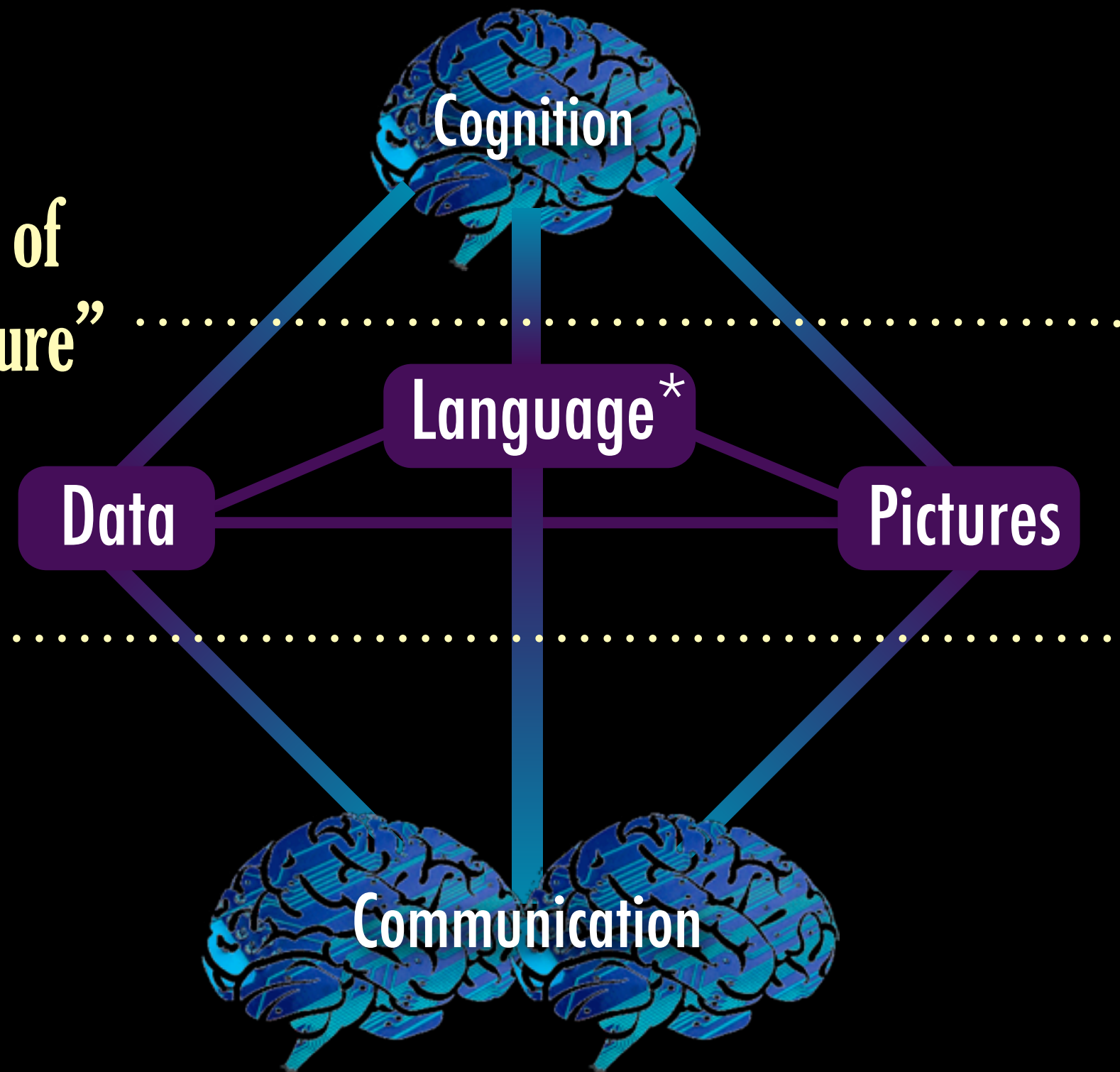
animation by Jasen Lux Chambers

2009



2015

“Paper of
the Future”



*"Language" includes words & math

2024

LIVE Astro



Visualization in Science and Education
Gordon Research Conference

Revealing Nature, Generating Insight

July 26 - 31, 2009

Chairs

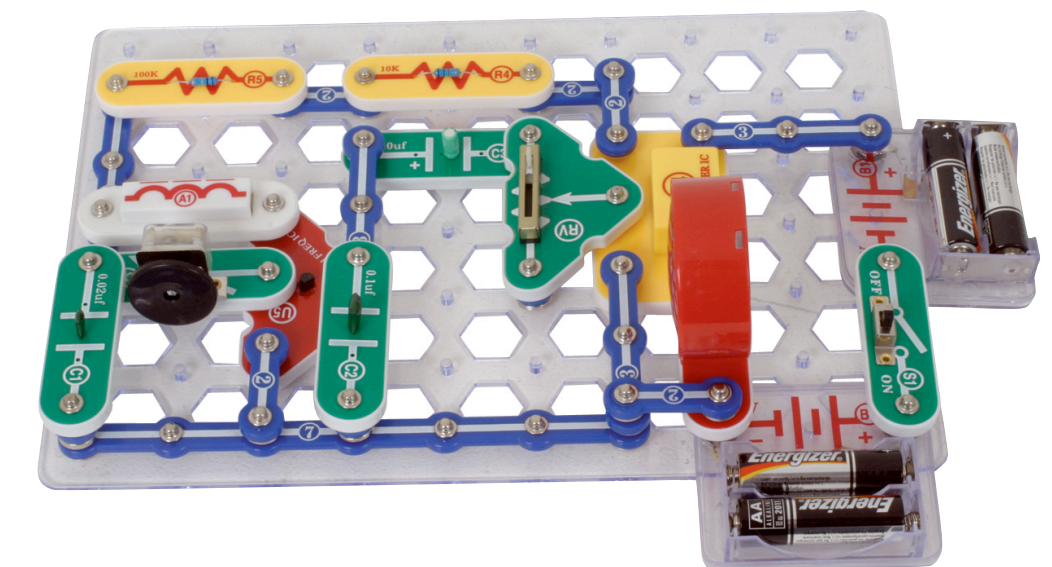
Arthur J. Olson and Shaaron Ainsworth

Vice Chairs

Elizabeth M. Dorland and Ghislain Deslongchamps

9:00 am - 9:40 am

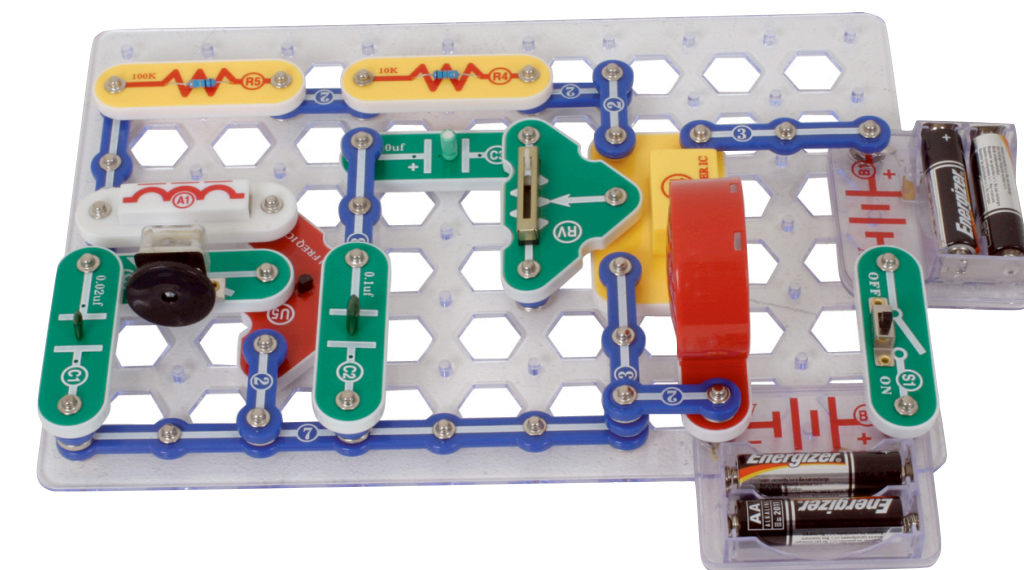
Alyssa Goodman (Harvard University, USA)
"From Baby Pictures to Baby Stars: What Scientists /Can/ See"



Discussing:

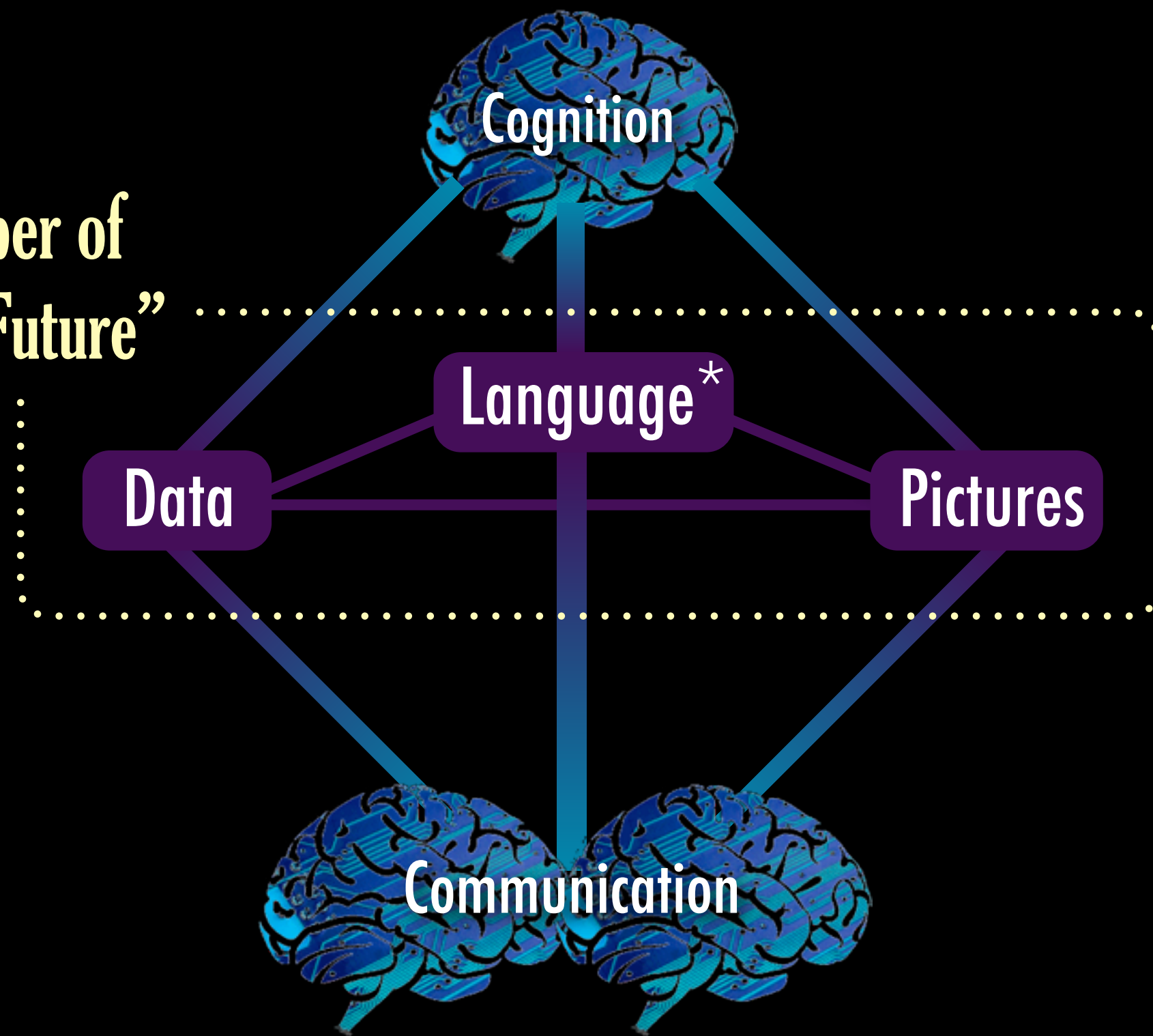
The Modular, Personalizable, Approach we
“Can”, “Could” (& Should!?) Take to *Interactions*

“Customizable Complexity”



2015

“Paper of the Future”



*"Language" includes words & math

AUTHOREA Beta

Document Format Insert

HELPS EXPLORE

The "Paper" of the Future

Authoria preprint 02/21/2017 DOI: 10.22541/au.148769949.92783646

- Alyssa Goodman (Harvard University)
- Josh Peek (Space Telescope Science Institute)
- Alberto Accomazzi (Harvard-Smithsonian Center for Astrophysics (CFA))
- Chris Beaumont (Harvard-Smithsonian Center for Astrophysics (CFA))
- Christine L. Borgman (UCLA - University of California, Los Angeles)
- Hope How-Huan Chen (Harvard University)
- Merce Crosas (Harvard University)
- Christopher Erdmann (North Carolina State University)

And 3 more...

Add Collaborator Manage

A 5-minute video demonstration of this paper is available at [this YouTube link](#).

1 Preamble

A variety of research on human cognition demonstrates that humans learn and communicate best when more than one processing system (e.g. visual, auditory, touch) is used. And, related research also shows that, no matter how technical the material, most humans also retain and process information best when they can put a narrative "story" to it. So, when considering the future of scholarly communication, we should be careful not to do blithely away with the linear narrative format that articles and books have followed for centuries: instead, we should enrich it.

Much more than text is used to communicate in Science. Figures, which include images, diagrams, graphs, charts, and more, have enriched scholarly articles since the time of Galileo, and ever-growing volumes of data underpin most scientific papers. When scientists communicate face-to-face, as in talks or small discussions, these figures are often the focus of the conversation. In the best discussions, scientists have the ability to manipulate the figures, and to access underlying data, in real-time, so as to test out various what-if scenarios, and to explain findings more clearly. **This short article explains—and shows with demonstrations—how scholarly "papers" can morph into long-lasting rich records of scientific discourse**, enriched with deep data and code linkages, interactive figures, audio, video, and commenting.

Fig. 1

The Paper of the Future should include seamless linkages amongst **data**, **pictures**, and **language**, where "language" includes both words and math. When an individual attempts to understand each of these kinds of information, different cognitive functions are utilized: communication is inefficient if the channel is restricted primarily to language, without easy interconnection to data and pictures.

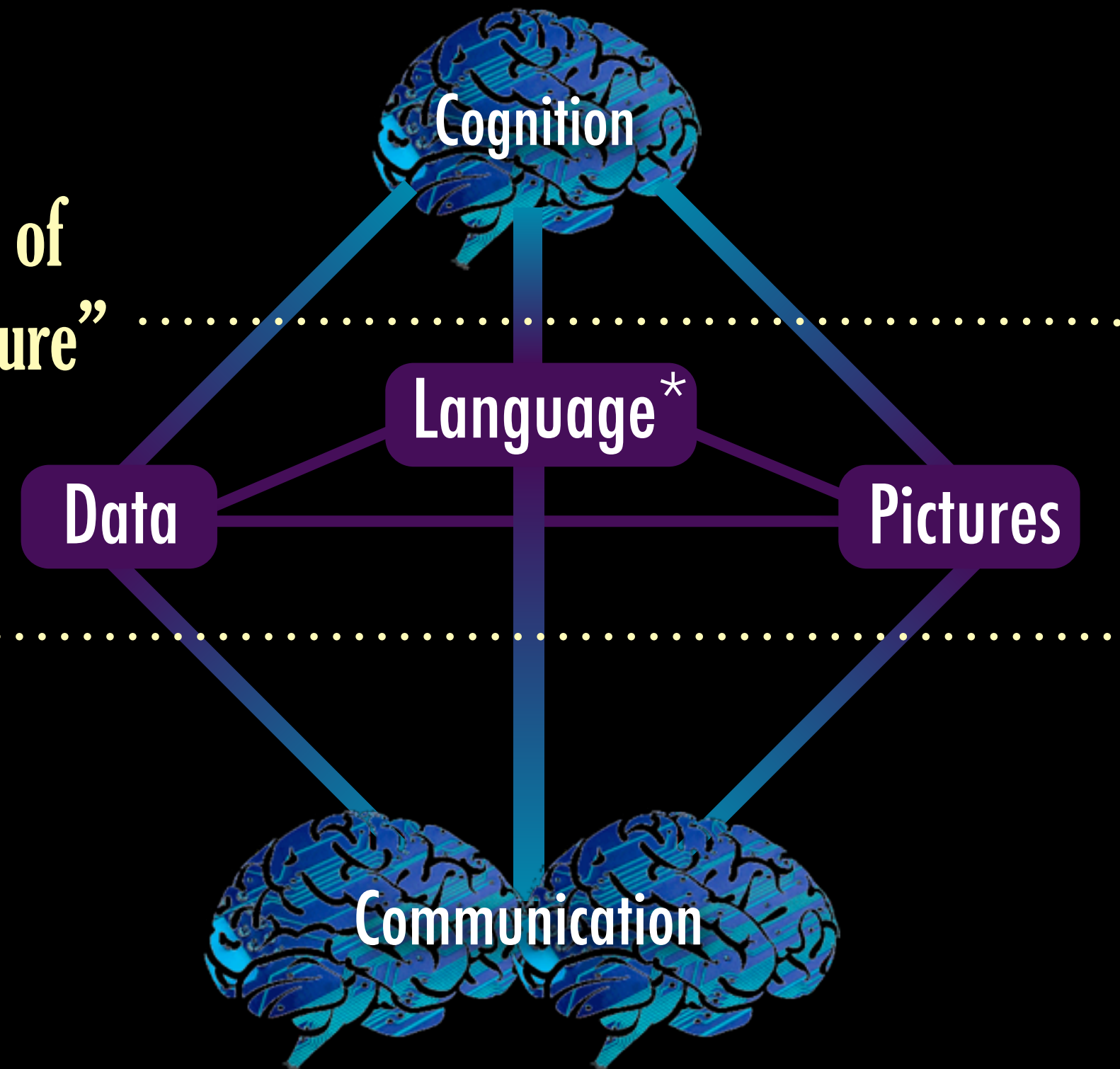
[demo]

2009



2015

“Paper of
the Future”



*“Language” includes words & math

2024

LIVE Astro

2024

LIVE Astro

Why use LIVE?



data from **anywhere**, in any format



loaded data sets are **"linked,"** not merged



exploratory data analysis, with selections propagating across data sets

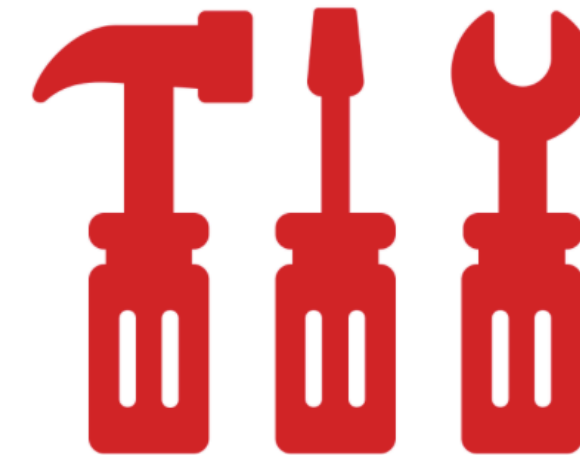


flexible user interface and output options that can be saved and shared

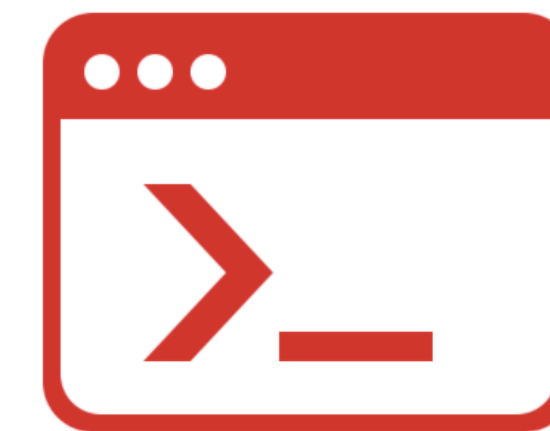
LIVE's modular architecture allows



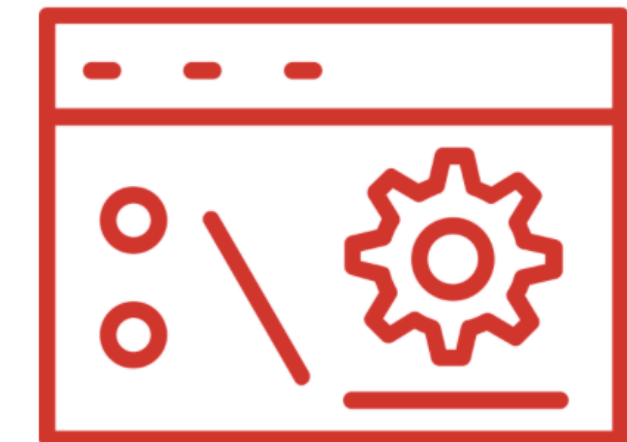
data loaders for any format, any data source



custom user or **field-specific** linking



custom analysis & visualization **tools** via plug-ins or **command-line** interactions



custom **dashboards**, **websites**, desktop OS applications, or fully command-line (**notebook**) views, and a variety of interactive **export formats**, including **AR**



LIVE Environments

*a request to NSF TIP for a
research-enabling software
infrastructure build-out*



[Find Funding & Apply](#) [Manag](#)

Technology, Innovation and Partnerships

A new directorate at the U.S. National Science Foundation

Transforming Surgical Pathology through Digital Functional HistoPathology is the Science Demonstration project for

LIVE Bio



LIVE Environments About LIVE Capabilities Tech Who are we? Learn More

Linkable Interactive Visualization Exploration (LIVE) Environments

Note: this is *not* a “platform,” in the sense Gus discussed.

What is LIVE?

LIVE is a software ecosystem enabling “Linkable Interactive Visualization and Exploration” Environments for data scientists. It is free and open-source.

LIVE is focused on bringing high-powered data exploration to the browser, in flavors ranging from simple tools intended for learners or single-purpose tasks to hybrid command-line/GUI interfaces built on Jupyter tools. It’s distinguished from commercially-available tools by its ability to handle many data formats (e.g. high-resolution/big images, data cubes) not commonly used in the business world, by its ability to connect extant javascript tools to each other, and also by its open-source nature.

For those familiar with the [glue](#) linked-view visualization system, LIVE is essentially “super-glue,” meaning that its look-and-feel and its abilities to connect to specific data **formats**, **plot styles**, and analysis **methods** developed across the open-source community are being dramatically expanded.

Have a look at the [Capabilities](#) and [Tech](#) pages to learn more about what’s happening, and at the [team](#) page to see who’s behind this. “[Learn More](#)” offers explanatory [talks](#) and information about [support](#).

Please do [drop us a note](#) if you’d like to join in!

Who should use LIVE now, and later?

live-env.org

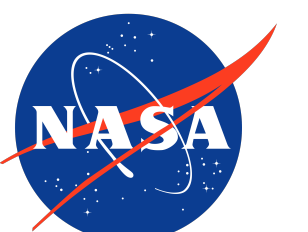
“**MilkyWay3D.org**” is the Science Demonstration project for

LIVE Astro



CosmicDS, **Data+Climate**, and more are Science Demonstration projects for

LIVE GIS



What is glue?

multidimensional data exploration

It's not an acronym.

It is open-source software that
glues data,
glues graphs &
glues tools.

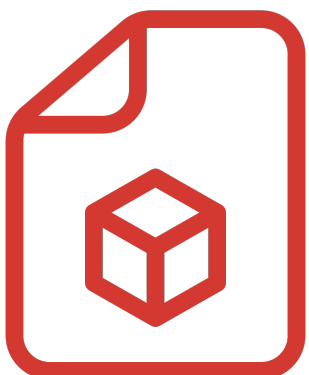
data



numbers (tables, arrays, spreadsheets)

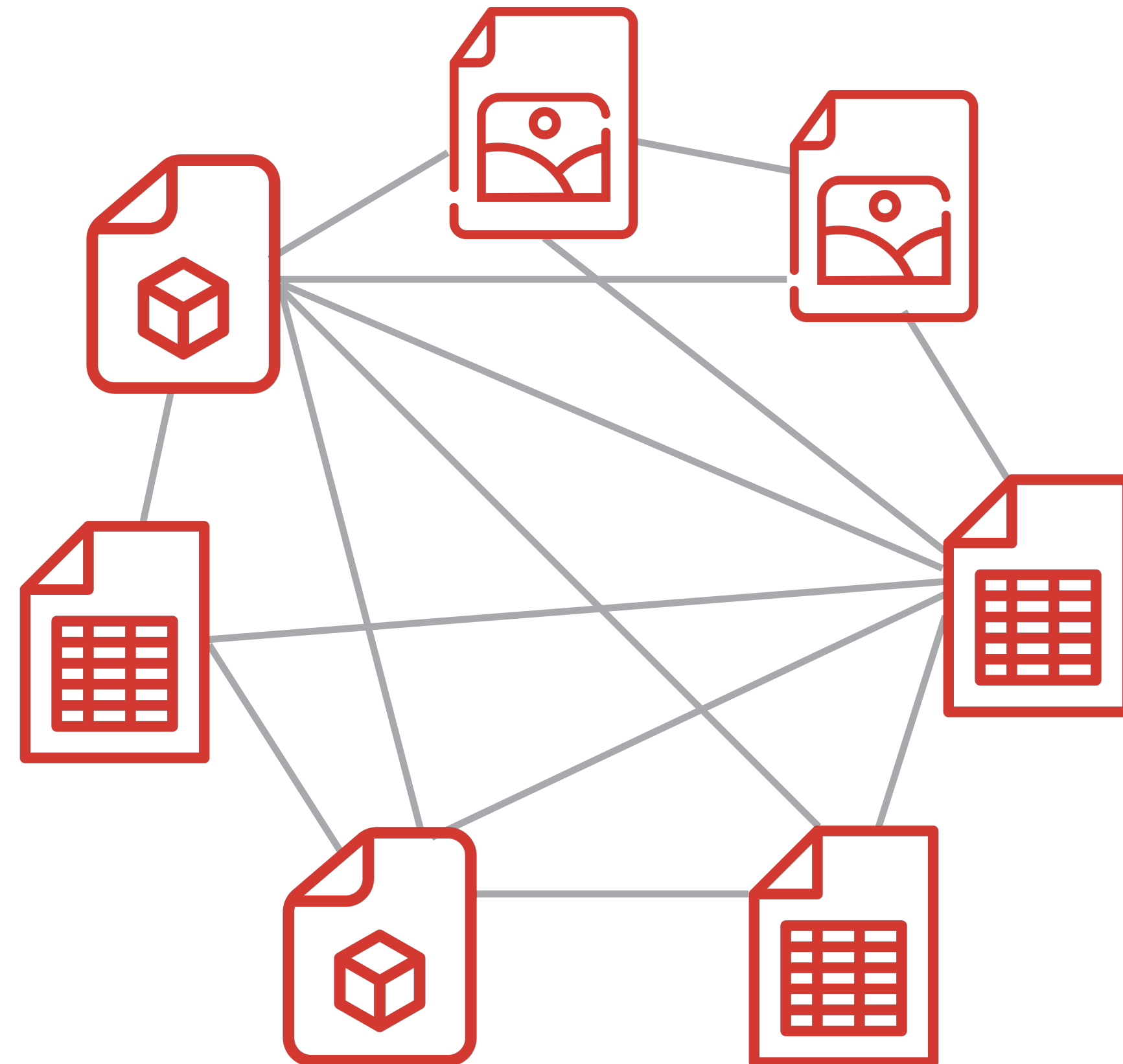


images & maps (FITS, JPEG, GIS and more)



data cubes (3D, 4D, and more)

data files' common attributes are **glued**



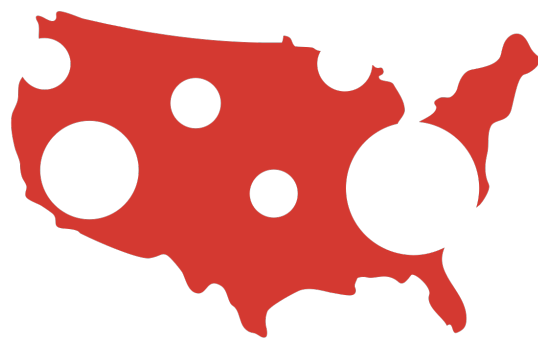
avoiding the need to merge data files

“graphs”



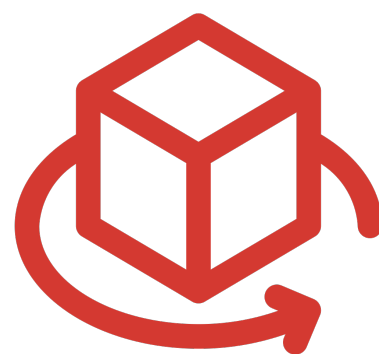
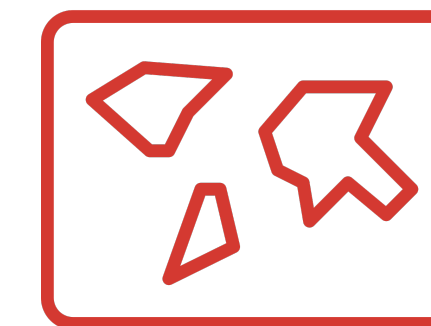
common statistical graphics

(scatterplots, histograms, tables, curves, overlays)



maps & images

(greyscale, color, contours, layer control...)



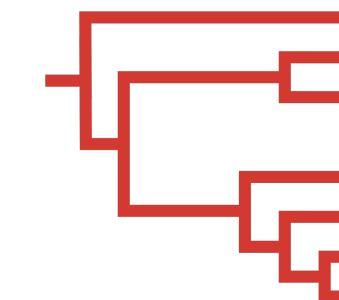
3D displays

(scatter plots, volumetric rendering, sliders...)



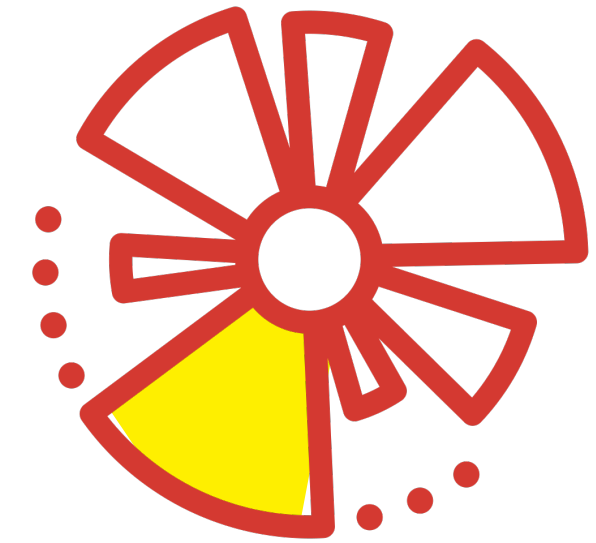
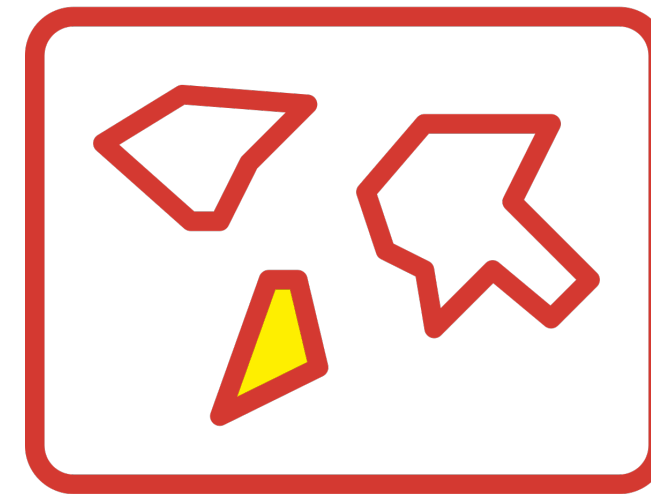
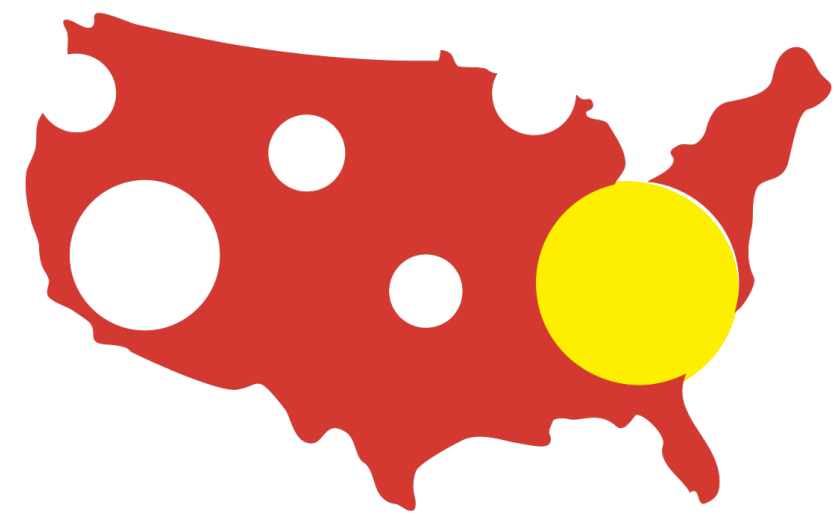
specialized & custom charts

(dendrograms, polar plots, + domain-specific options)





selections propagate across all **graphs**

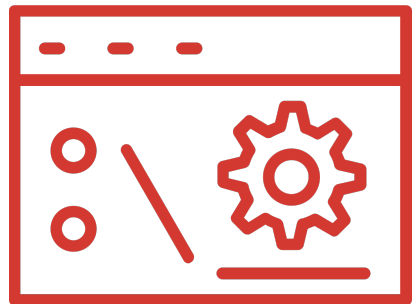


for real-time data exploration & insight

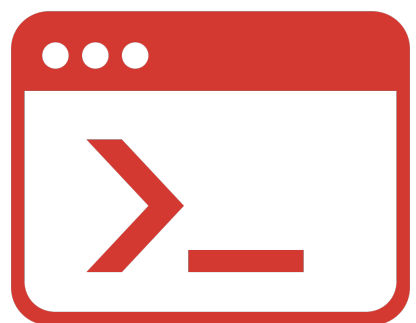
tools



plug-ins (user-defined formats, plots, layouts...)



web services (across domains)



command-line (built-in terminal, scriptable)



for easy customization



glues data,
glues graphs &
glues tools.

glueviz.org

BONUS: **save, share, or publish** what you learn—

save “sessions” to continue where you left off

export graphics

use/export to Jupyter environments

export to plot.ly (javascript)

export to augmented reality

learn how at glueviz.org.



glueviz.org

supported by



glue
solutions
inc.

GORDON AND BETTY
MOORE
FOUNDATION

Data Collection

- Pelgrims2020_A+A_636_A17_Imax10_MW3D[HDU1]
- Zucker2021_ApJ_919_35_spines_MW3D[HDU1]
- Alves2020_Nat_578_237_MW3D[HDU1]
- Bialy2021_ApJL_919_L5_MW3D[HDU1]
- Foley2022_arXiv_2212.01405_OrionShell_MW3D[HDU1]
- Reid2019_ApJ_885_131_LocalArmFit_MW3D[HDU1]
- Reid2019_ApJ_885_131_SGNArmFit_MW3D[HDU1]
- Reid2019_ApJ_885_131_MW3D[HDU1]
- Hunt2023_arXiv_2303.13424_MW3D[HDU1]
- Lallement2019_A+A_625_A135_Split_MW3D[HDU1]
- Edenhofer_2023_3D_Dust_XYZ_Revised-2

Plot Layers - Earth/Planet/Sky Viewer (WWT)

- distance picker (Bialy2021_ApJL_919_L5_MW3D[HDU1])
- Bialy2021_ApJL_919_L5_MW3D[HDU1]
- distance picker (Hunt2023_arXiv_2303.13424_MW3D[HDU1])
- ONeill2023_LocalBubbleB_VectorPointCloud_MW3D[HDU1]
- Hunt2023_arXiv_2303.13424_MW3D[HDU1]
- Reid2019_ApJ_885_131_SGNArmFit_MW3D[HDU1]
- Reid2019_ApJ_885_131_LocalArmFit_MW3D[HDU1]
- Lallement2019_A+A_625_A135_Split_MW3D[HDU1]
- Pelgrims2020_A+A_636_A17_Imax10_MW3D[HDU1]

Size Color

Fixed

Center view on layer

Plot Options - Earth/Planet/Sky Viewer (WWT)

Mode: Milky Way

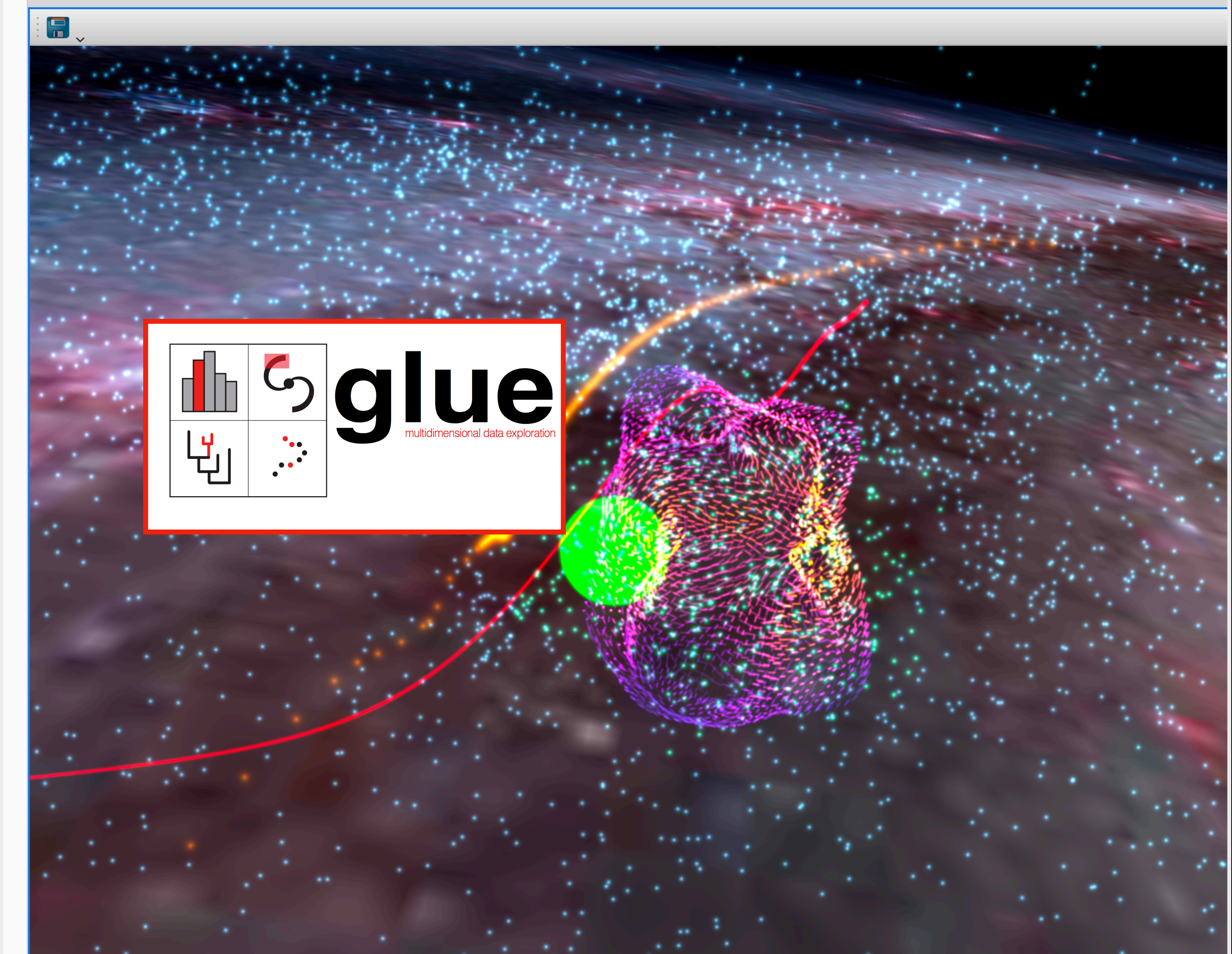
Frame: Galactic

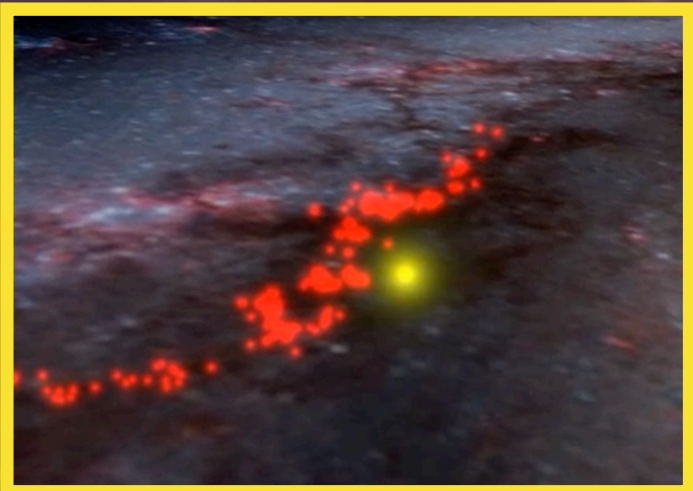
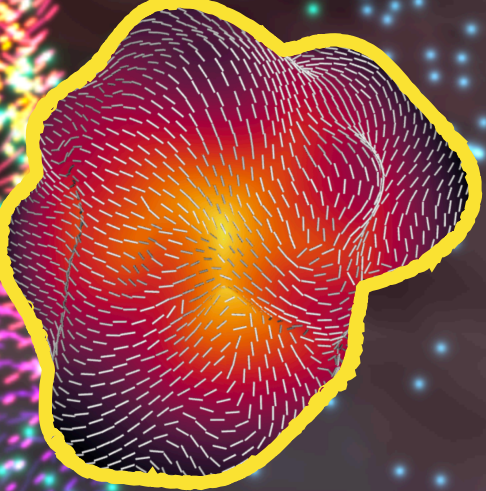
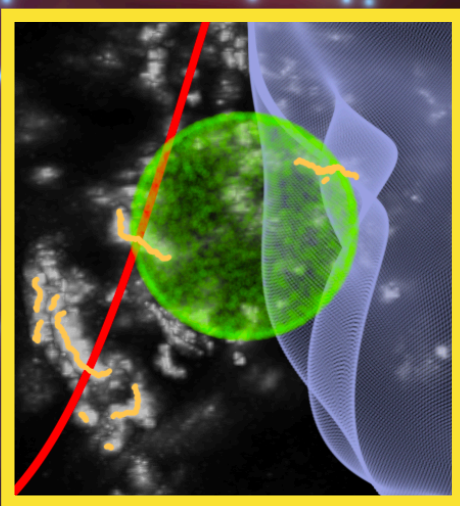
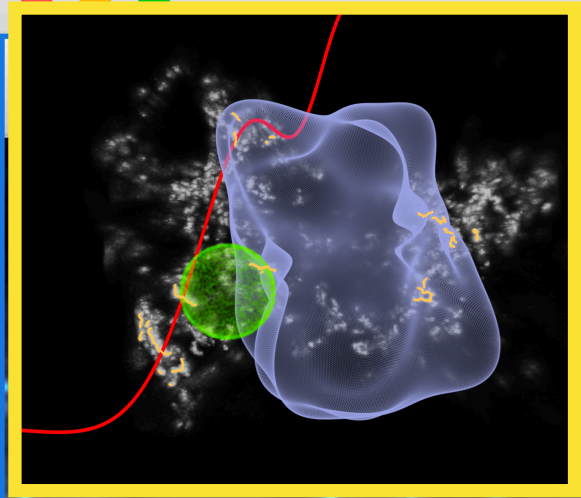
Longitude: GLON

Latitude: GLAT

Distance: Distance

pc





- Data Collection**
- Pelgrims2020_A+A_636_A17_Imax10_MW3D[HDU1]
 - Zucker2021_ApJ_919_35_spines_MW3D[HDU1]
 - Alves2020_Nat_578_237_MW3D[HDU1]
 - Bialy2021_ApJL_919_L5_MW3D[HDU1]
 - Foley2022_arXiv_2212.01405_OrionShell_MW3D[HDU1]
 - Reid2019_ApJ_885_131_LocalArmFit_MW3D[HDU1]
 - Reid2019_ApJ_885_131_SGNArmFit_MW3D[HDU1]
 - Reid2019_ApJ_885_131_MW3D[HDU1]
 - Hunt2023_arXiv_2303.13424_MW3D[HDU1]
 - Lallement2019_A+A_625_A135_Split_MW3D[HDU1]
 - Edenhofer_2023_3D_Dust_XYZ_Revised-2

- Plot Layers - Earth/Planet/Sky Viewer (WWT)**
- distance picker (Bialy2021_ApJL_919_L5_MW3D[HDU1])
 - Bialy2021_ApJL_919_L5_MW3D[HDU1]
 - distance picker (Hunt2023_arXiv_2303.13424_MW3D[HDU1])
 - ONeill2023_LocalBubbleB_VectorPointCloud_MW3D[HDU1]
 - Hunt2023_arXiv_2303.13424_MW3D[HDU1]
 - Reid2019_ApJ_885_131_SGNArmFit_MW3D[HDU1]
 - Reid2019_ApJ
 - Lallement2019
 - Pelgrims2020

Fixed

Center view on layer

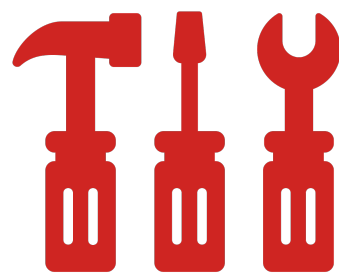
"classic"
(Qt)

- Plot Options - Earth/Planet/Sky Viewer (WWT)**
- Mode: Milky Way
- Frame: Galactic
- Longitude: GLON
- Latitude: GLAT
- Distance: Distance
- pc

Creating a Linkable Interactive Visualization Exploration (LIVE) Environment *in real-time*



1. choose a **framework**



- choose a **template** *(or not)*
- add **tools** *(as-needed)*



2. access/add **data**



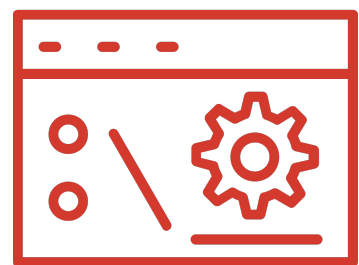
3. **link** data



4. **explore**, using **linked visualizations**



5. share your **interactive** environment



[see live-env.org](http://live-env.org)
for details

Capabilities

Data Access

Linking Data

Linking Tools

Exploratory Analysis

Interactive Exports

UI Options

Command line interac...

A few minutes on where

Linkable Interactive Visualization Exploration (LIVE) Environments

came from & what “or not” & “as-needed” mean

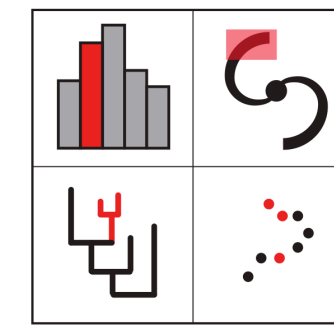
“Customizable Complexity”



guided experience for learners, no coding, only interactive webpages



dashboard-style



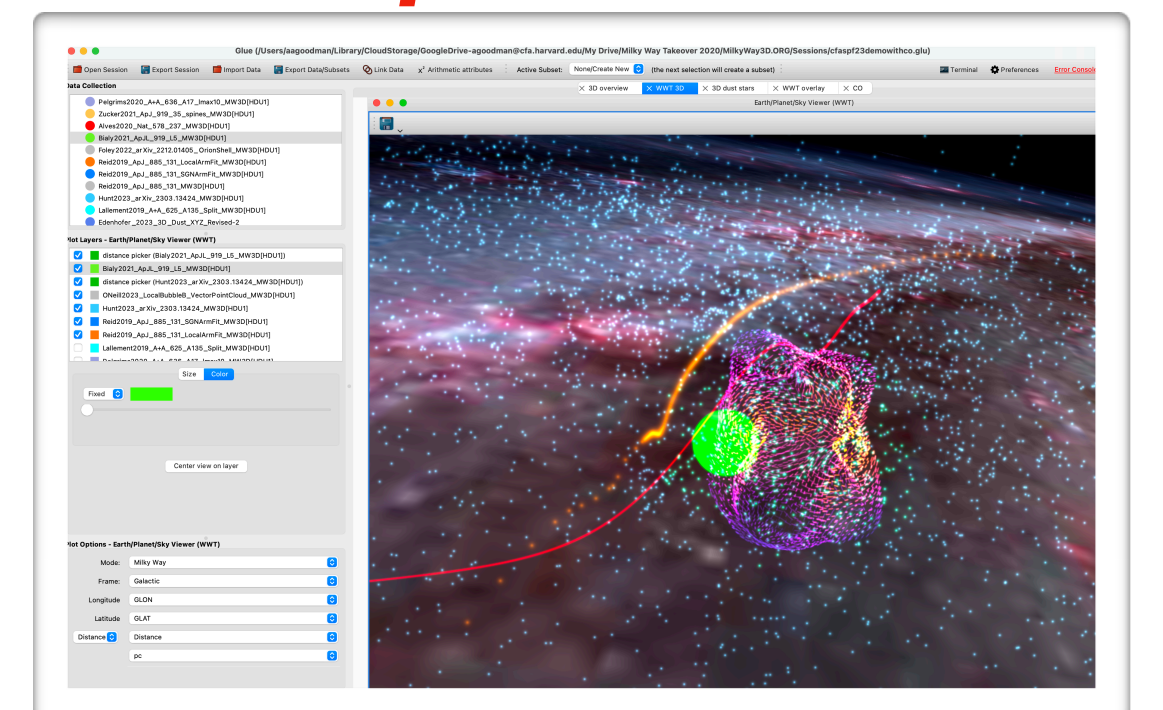
glue
multidimensional data exploration

fully **flexible**,
scriptable,
extensible.

“simple”



“complicated”



...at Cape Code 2023 (with Maarten Breddels et al.)

"flavors" of glue

"glupyter" means glue running in any flavor of Jupyter, EITHER locally or on the web.

"glue" eventually means glue running anywhere (including in a browser), now it means glue in Qt either locally or on the web

GitHub Repositories (Special Purpose Apps using glue-jupyter)

"CosmicDS" -- github.com/cosmicds/cosmicds
Interactive online educational software which uses glue to teach learners about data science and astronomy

"Jdaviz" -- github.com/spacetelescope/jdaviz
special-purpose tools for astronomy -- quick insights for images and spectra (**SEPARATE REPO**)

GitHub Repositories (glue plug-ins)

glue-vispy-viewers - github.com/glueviz/glue-vispy-viewers
3D viewers for glue powered by vispy

glue-wwt - github.com/glueviz/glue-wwt
Use WWT as a viewer in glue (Qt and Jupyter)

glue-plotly - github.com/glueviz/glue-plotly
export to plot.ly as html

glue-geospatial -- github.com/glueviz/glue-geospatial
GIS tools in glue

glue-map-- github.com/jfoster17/glue-map
map viewer for glue using ipyleaflet (Jupyter only)

"SAVE" - github.com/jfoster17/SAVE
GIS-style environment useful especially for climate and climate change mitigation data

glue-astronomy -- github.com/glueviz/glue-astronomy
collection of additional plug-ins making glue most useful to astronomy

glue-genes -- github.com/gluesolutions/glue-genes
glue tailored for genomics--currently Qt-only, future versions will offer Jupyter/web versions

glue-solar -- github.com/glueviz/glue-solar
glue for Solar physics (experimental)

glue-medical --
glue for medical imaging (experimental)



Principal GitHub Repositories (glue-viz)

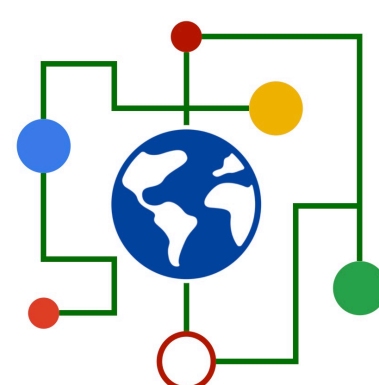
"glue" -- github.com/glueviz/glue
Tom Robitaille is separating glue-core from glue-qt (this repo name will go away)

"glue-core" -- github.com/glueviz/glue
The core (frontend-agnostic) glue functionality

"glue-Qt" -- github.com/glueviz/glue-qt
Qt front-ends to glue-core (desktop client)

glue-Jupyter -- github.com/glueviz/glue-jupyter
Jupyter front-ends (notebook & lab) to glue-core (aka "glupyter")

"glue-jupyter.lab_app" -- github.com/QuantStack/glue-jupyterlab
prototype QT-glue-like experience inside of JupyterLab, this will become a **sub-package** of glue-jupyter



Imagine an MSWD-style "templates" paradigm



glue (Qt), new session = "Blank Document"
 glue (Qt), existing session = Existing Document



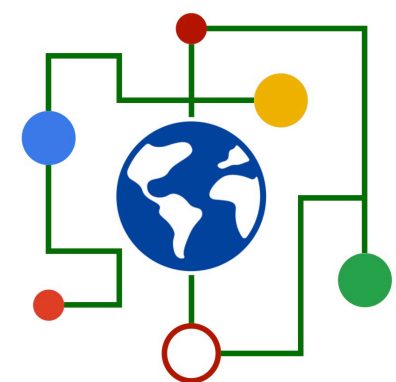
glue genes (Qt), with custom plug-ins
 = Blank Document, with user plug-ins



glupyter Inviz = Inviz Template
 glupyter MOSviz = Mosviz Template
 glupyter Specviz = Specviz Template
 glupyter Cubeviz = Cubeviz Template



Cosmic Data Story = CosmicDS Template (site)



Data+Climate (GIS-featured) site
 = GIS Story Template (site)



And other special-purpose uses can rely on new "templates,"
 built from scratch or by combining existing templates.

Imagine *'Jupyter apps'*

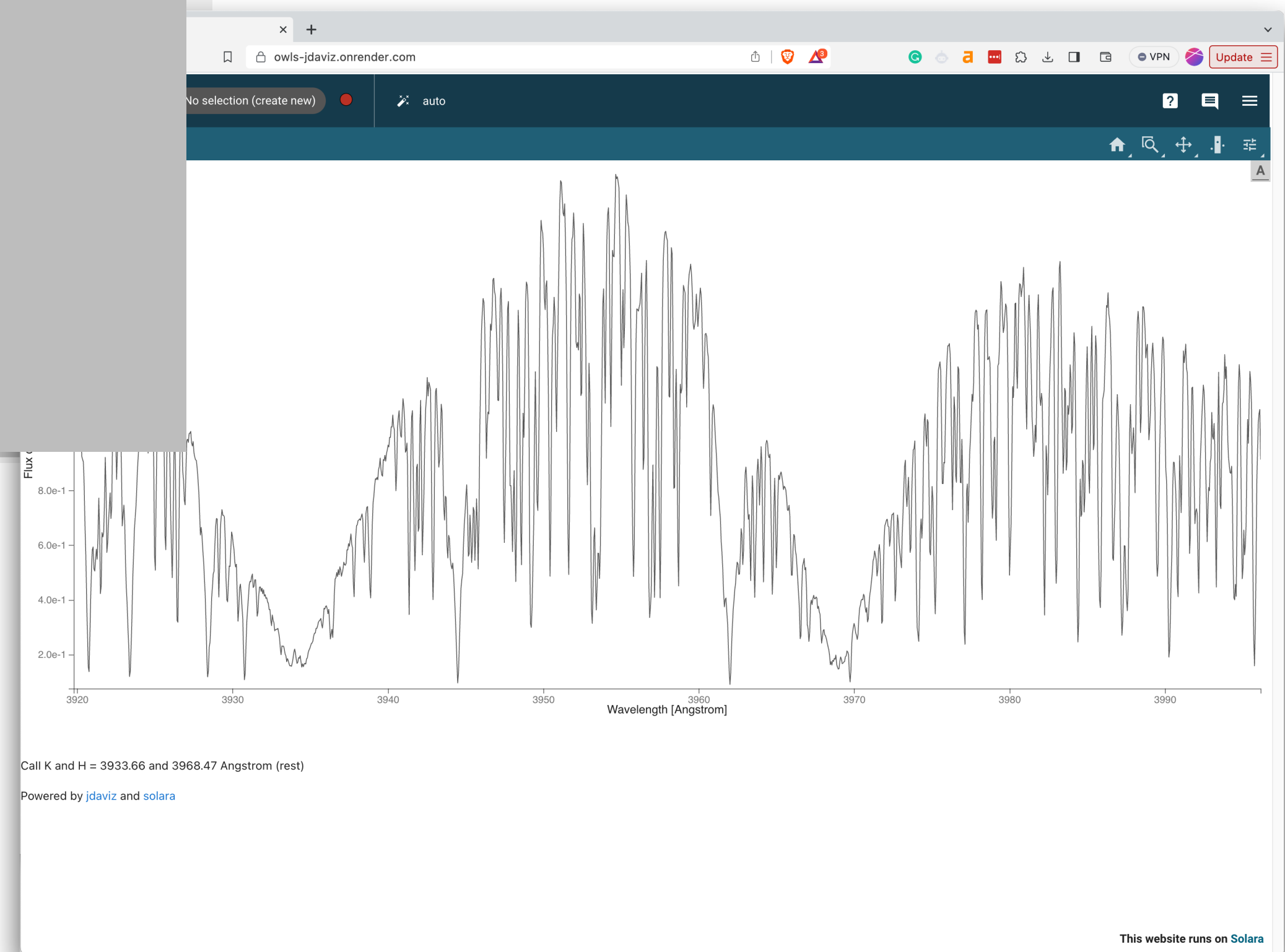
*(built using Solara, which has already been tested
re:Imviz & is planning stages re:CosmicDS HubbleDS)*



Jupyter apps can be started from the notebook

Side by side (ala Sidecar)

Can be shown in a separate browser tab



October 2023 experiment after Cape Code

...and now, glupyter in Solara is already working...

MDI allows for tear-off in-browser

also good for Jupyter Notebooks

This screenshot shows the Solara application interface in a browser. The main plot area displays a scatter plot of astronomical data points in blue on a black background. The x-axis is labeled 'Right Ascension' and the y-axis is 'Declination'. To the left of the plot is a settings panel with sliders for 'contrast', 'bias', and 'stretch', and a dropdown for 'stretch' set to 'Linear'. The top navigation bar is red and contains buttons for 'LINK DATA', 'TABS', 'MDI', and 'DEBUG'. A tooltip is visible over the MDI button, indicating that clicking it scrolls the output and double-clicking hides it.

This screenshot shows a Jupyter Notebook interface with a Solara application widget. The notebook code cells show the following code:

```
In [2]: import glue_solara.app as gs_app
In [3]: gs_app.JupyterApp()
```

 The output of the notebook is a Solara application window. The interface is identical to the one shown in the previous screenshot, featuring the astronomical data plot, histogram, and settings panel, all rendered within the Jupyter environment.

thanks to Maarten Breddels/Widgetti & Jon Carifio!

“But wait, there’s more!”



Slack message from Maarten Breddels to Jon Carifio & Alyssa Goodman, 1/10/24
very early prototype/POC, showing the google-modelviewer in glue-Solara, then on the phone, and on the quest 3...

LIVE Astro 2024

for discussion??

The screenshot shows the top navigation bar of the LIVE Astro website. It includes a logo on the left and a menu with items: "About LIVE", "Capabilities", "Tech", "Who are we?", and "Learn More", each with a dropdown arrow. Below the navigation bar, there are several menu items: "LIVE Astro Gallery", "Interactive Research Figures in the Browser", "LIVE Astro for the Public", "MilkyWay3D in a Planetarium", "Cosmic Data Stories", and "Examples beyond glue, OpenSpace and WWT".

SPECIAL NOTICE FOR AAS 224 ATTENDEES IN NEW ORLEANS

The **LIVE Astro talk Google Slideshow** here was delivered by Jackie Faherty at the AAS Visualization Workshop on 1/7/24 in New Orleans, on behalf of Alyssa Goodman (who was stranded by Delta Airlines that day!). If you've reached this site on 1/7 itself, please note that it's so new that it's only "almost" ready for primum time, so "pardon our dust" on unfinished sections!

Interactive Research Figures in the Browser

Excerpt, not Export: Rich Interactive presentations and publications

Given glue's astronomical capabilities, many interactive figures used both in **research** and **communication** have been produced by exporting data sets that have been linked, explored, and visualized in the downloadable desktop (Qt) version of glue to Plotly (semi-automatically). One of the goals of LIVE Astro is to **unify** the data exploration environment (e.g. glue in the browser as glupyter) with the presentation/publication environment, avoiding the need for export. So, in the fully-realized LIVE Astro environment, interactive figures could be a *direct excerpt, rather than an export, from a researcher's work.*

LIVE Astro

Linkable Interactive Visualization Exploration Environments for Astronomy (part of the LIVE suite)

This talk (& website) will be presented by Jackie Faherty, who is collaborating with Alyssa Goodman and Catherine Zucker to lead "MilkyWay3D.org," the key demonstration project for LIVE Astro, which is itself part of the LIVE Environments effort, which includes LIVE Bio, and LIVE GIS.

MilkyWay3D.org is the demonstrator project for LIVE Astro



for discussion??

c. 2017

en... (script) outputs, in 2013



d3po

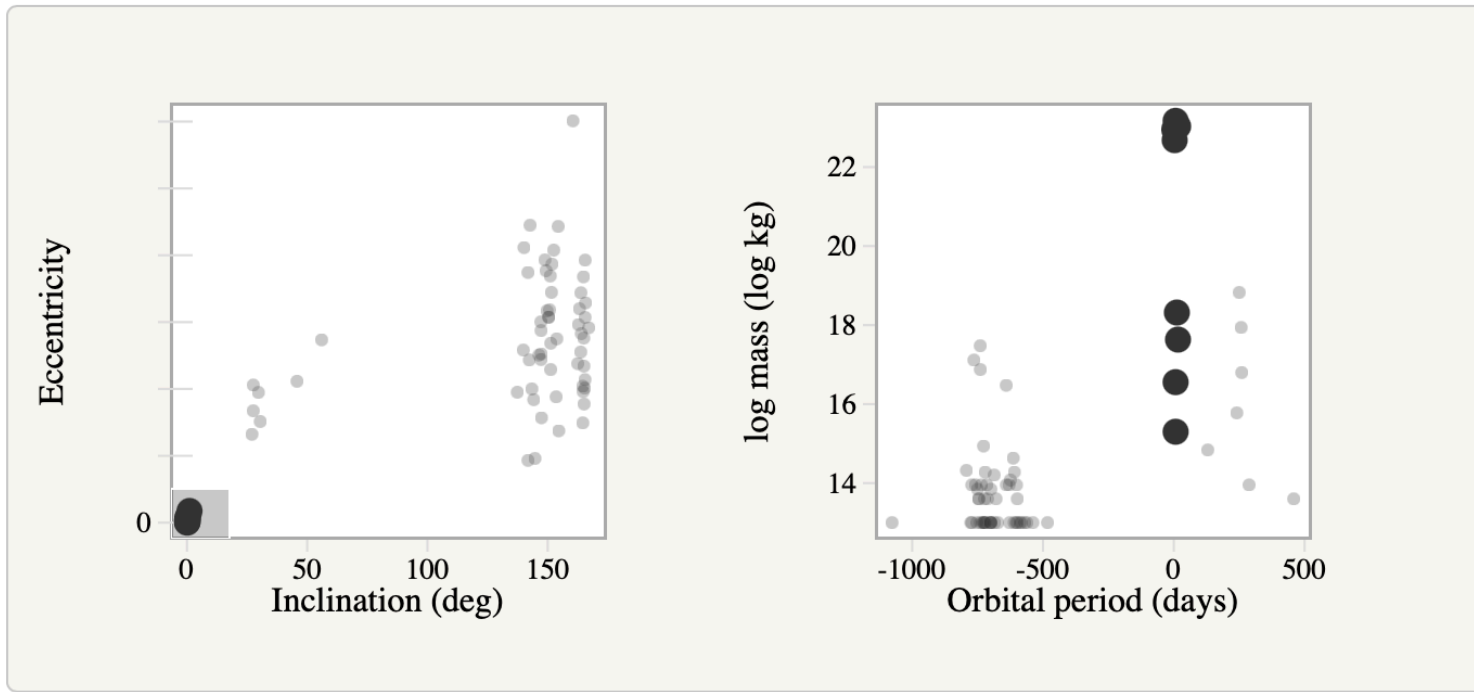
d3po is a project designed to allow an astronomer (or anyone), with no special data visualization skills, to make an interactive, publication-quality figure that has staged builds and linked brushing through scatter plots. Our current version can be previewed at d3po.org, and represents a figure from upcoming work by graduate student Elisabeth Newton. The figure describes how metallicity affects color in cool stars, and represents a nice use case for d3po. Try clicking and dragging in the scatter plots to understand the power of linked brushing in published figures.

Right now we are in search of alpha testers, who have figures that could be made interactive and who are willing to get their hands a little dirty (No javascript skills needed). In future versions, we plan to link to [blue](#) to allow the creation of d3po figures interactively. We are also exploring [implementation](#) of d3po within presentations and within [authorea](#). Full 1.0 version expected in January 2014.

Installing your own d3po server

```
git clone git@github.com:adrn/d3po.git
cd d3po
virtualenv --no-site-packages venv
source venv/bin/activate
pip install -r pip-requirements.txt
python run.py
```

Authorea



Four Centuries of Discovery A Chasm in Mass Little Siblings Close Cousins The Strangers

The "Paper" of the Future

Authorea preprint 02/21/2017 DOI: 10.22541/au.148769949.92783646

Alyssa Goodman (Harvard University)
Josh Peek (Space Telescope Science Institute)
Alberto Accomazzi (Harvard-Smithsonian Center for Astrophysics (CFA))
Chris Beaumont (Harvard-Smithsonian Center for Astrophysics (CFA))
Christine L. Borgman (UCLA - University of California, Los Angeles)
Hope How-Huan Chen (Harvard University)
Merce Crosas (Harvard University)
Christopher Erdmann (North Carolina State University)
And 3 more...

1 Preamble

A variety of research on human cognition demonstrates that humans learn and communicate best when more than one processing system (e.g. visual, auditory, touch) is used. And, related research also shows that, no matter how technical the material, most humans also retain and process information best when they can put a narrative "story" to it. So, when considering the future of scholarly communication, we should be careful not to do blithely away with the linear narrative format that articles and books have followed for centuries: instead, we should enrich it.

Much more than text is used to communicate in Science. Figures, which include images, diagrams, graphs, charts, and more, have enriched scholarly articles since the time of Galileo, and ever-growing volumes of data underpin most scientific papers. When scientists communicate face-to-face, as in talks or small discussions, these figures are often the focus of the conversation. In the best discussions, scientists have the ability to manipulate the figures, and to access underlying data, in real-time, so as to test out various what-if scenarios, and to explain findings more clearly. This short article explains—and shows with demonstrations—how scholarly "papers" can morph into long-lasting rich records of scientific discourse, enriched with deep data and code linkages, interactive figures, audio, video, and commenting.

Fig. 1

[demo]

Many thanks to Alberto Pepe, Josh Peek, Chris Beaumont, Tom Robitaille, Adrian Price-Whelan, Elizabeth Newton, Michelle Borkin & Matteo Cantiello for making this possible.

for discussion??

LIVE Astro 2024

LIVE Environments

About LIVE ▾ Capabilities ▾ Tech ▾ Who are we? Learn More ▾



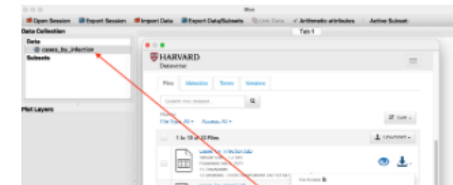
Data Access

Data sets can be local or remote (e.g. cloud storage), and a wide variety of file formats are supported. The large, multidimensional, datasets required for modern scientific analysis are supported natively. Adding completely new data formats requires only a few lines of code.

Data can be anywhere



Local data



Remote data

Oh, and yes, we already have AI-enabled data set linking working...

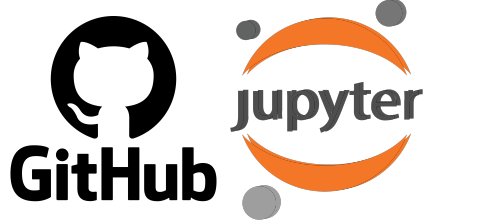
Data ca

(More AI for metadata too???)

 A large (~60 GB) multi-resolution image can be interactively panned and zoomed while remaining entirely on disk.

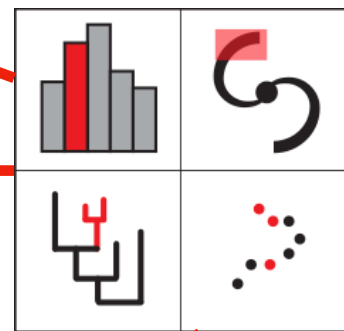
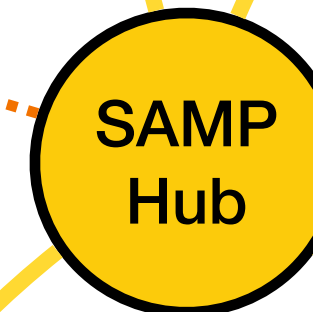
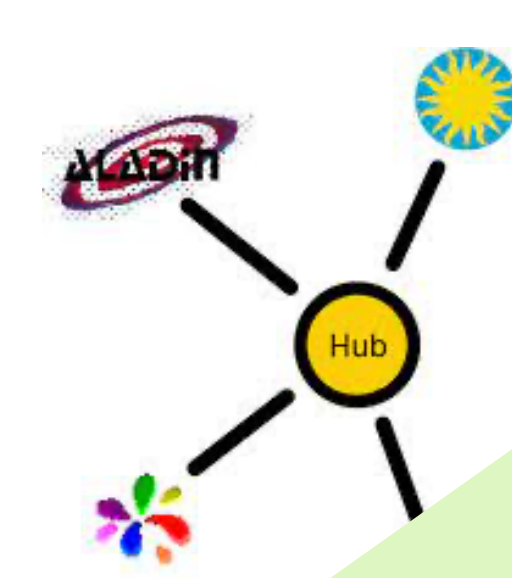
AN OPEN SCIENCE PLATFORM: PLUG-INS, CODE-SHARING & HUBS

ENABLED BY



...

for discussion??



NOTE: I know this diagram has missing links! Please suggest via Slack & I'll add them during this session—slides will update online.

**You**

explain why designing an integrated visualization system using modular elements is so much easier today than it was 15 years ago

AI agrees it's time!

**ChatGPT**

Designing an integrated visualization system using modular elements has become significantly easier today compared to 15 years ago due to several key developments:

1. **Advancements in Technology:** Modern computing power has dramatically increased, enabling the handling of complex visualizations and large datasets with ease. This was a significant limitation 15 years ago.
2. **Availability of Specialized Tools and Libraries:** Today, there is a plethora of tools and libraries specifically designed for visualization, such as D3.js, Plotly, and Matplotlib. These tools offer modular components that can be easily integrated and customized, making the process of creating complex visualizations much simpler.
3. **Widespread Adoption of Open Standards and APIs:** The growth of open standards and APIs has made it easier to integrate different software modules and services. This interoperability was much more limited in the past, making it challenging to combine elements from different sources.
4. **Improved Software Development Practices:** Modern software development practices, like Agile and DevOps, encourage modular design, continuous integration, and testing. This was not the standard approach 15 years ago, making modular development more cumbersome.
5. **Greater Community and Support:** The open-source community has grown exponentially, offering extensive resources, tutorials, and forums for troubleshooting and support. This community-driven support system was less developed 15 years ago.
6. **Cloud Computing and Virtualization:** The advent of cloud computing and virtualization has made it easier to deploy and scale visualization systems. These technologies provide flexibility and scalability that were not available or were very expensive 15 years ago.
7. **Enhanced User Interface (UI) Frameworks:** Modern UI frameworks and design languages have made it easier to create intuitive and interactive visualizations. These frameworks are often modular, allowing developers to integrate and customize components efficiently.
8. **Data Availability and Big Data Technologies:** There is now an abundance of data available for visualization, and big data technologies have made it possible to process and visualize this data in real-time, something that was much more challenging 15 years ago.

Overall, the combination of technological advancements, better tools, open standards, modern development practices, and a supportive community has made the task of designing integrated visualization systems using modular elements much more accessible and efficient today.



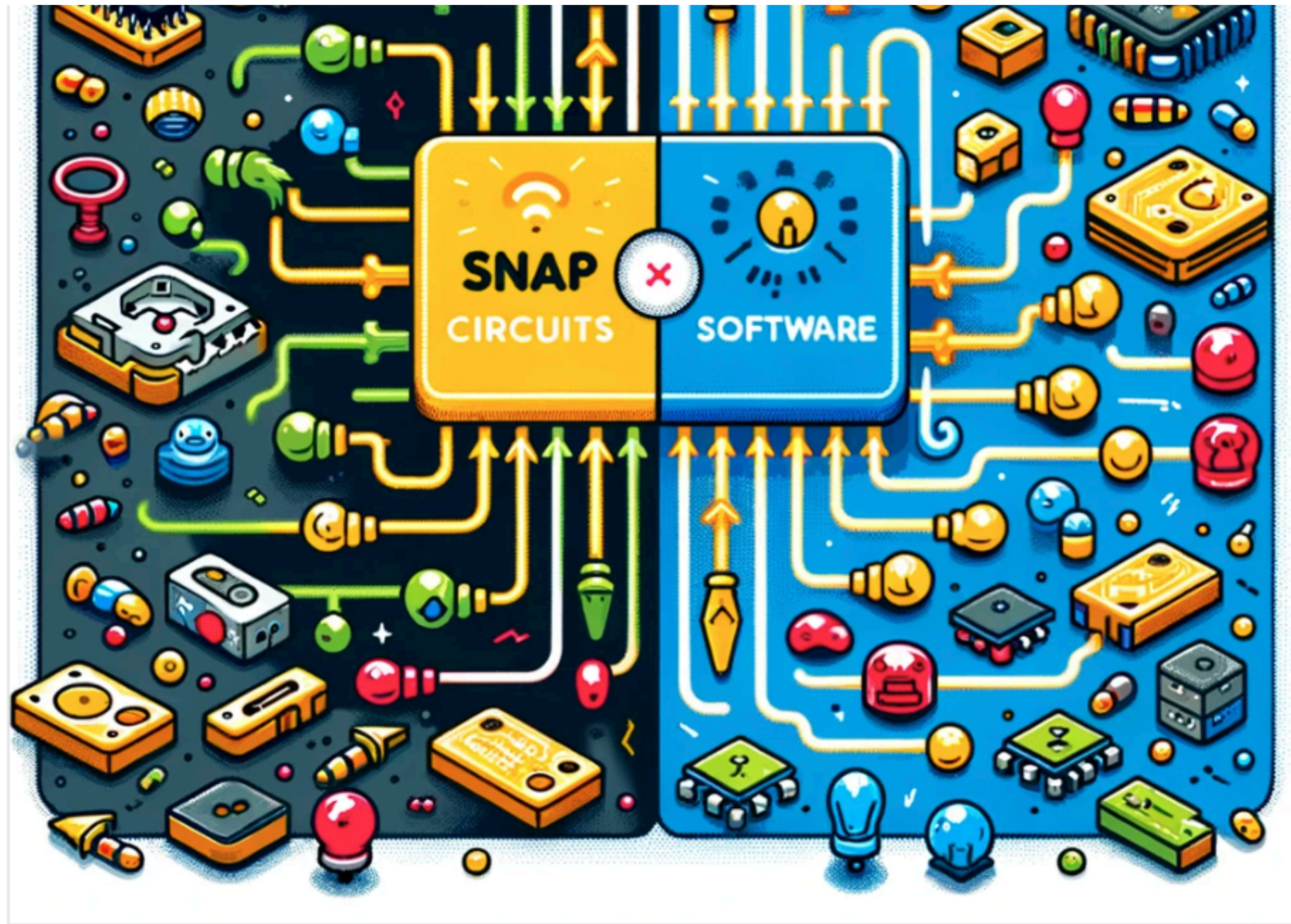
You

explain why designing an integrated visualization system using modular elements is so much easier today than it was 15 years ago



ChatGPT

Designing an integrated visualization system using modular elements has become significantly easier today compared to 15 years ago due to several key developments:



Here's the graphic that demonstrates the analogy between snap circuits and composable software. It visually compares the concept of snap circuits on one side to software components on the other, illustrating the modularity and interconnectivity present in both systems. This should help in understanding how these two concepts are related in terms of their modular and composable nature.



